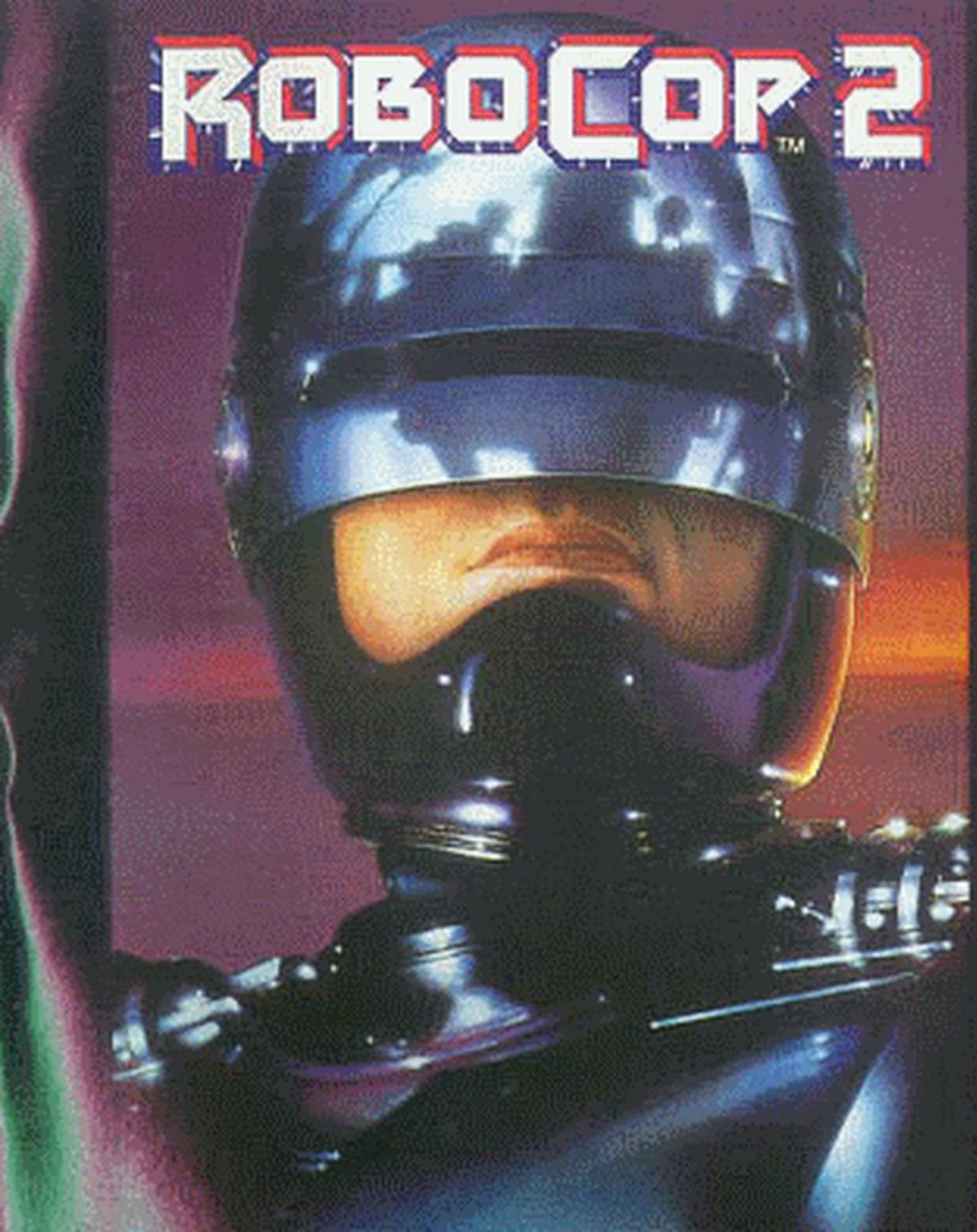
NES-2C-USA

ROBOCOP 2™



INSTRUCTION MANUAL

ORION PICTURES CORPORATION

ocean

DATA EAST

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Precautions

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high-precision game. It should not be stored in very hot or cold places. Never hit it, drop it, or take it apart.
3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Data East USA, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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IT'S A BAD SCENE

ROBOCOP is back, in old Detroit...

Where things have gone from bad to worse. The cops are on strike, and no wonder. This whole *burg* is going bankrupt – forced into liquidation by O.C.P., the corrupt megacorporation that took over just a couple years ago. And of course crime is soaring to stratospheric levels. Can you say the word "anarchy"?

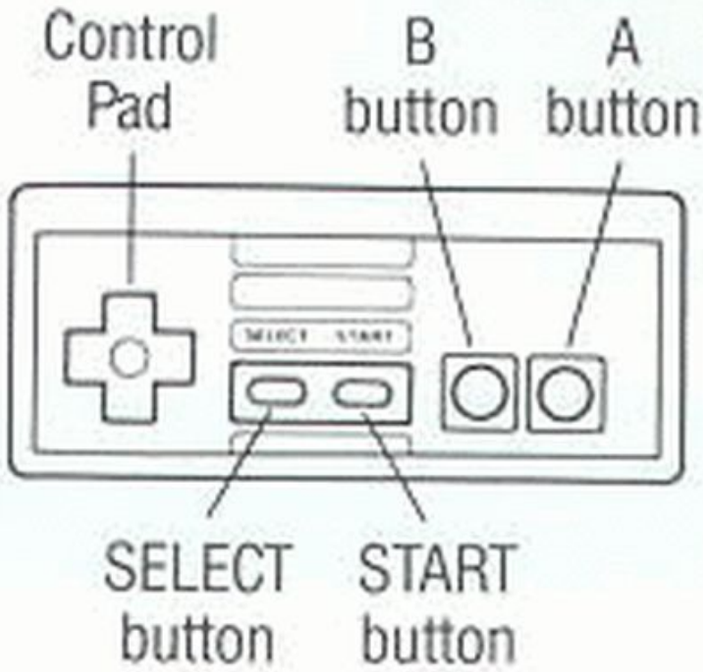
But the greatest threat of all is the new and deadly chemical, code named "Nuke," recently developed by one of old Detroit's most powerful crime barons, Cain. Standing alone against Cain and his cronies, you must find their deadly chemical factory, destroying all the Nuke you find along the way.

But this time out, you'll face more than just the usual assortment of heavies and hazards. You'll find that you've met your match, in more ways than one... as you enter a final confrontation with the *new* ROBOCOP prototype –ROBOCOP 2.

CONTROLLER OPERATION

Controller 1 –
for 1- and 2-player games.

Controller 2 –
for 2-player games.



Control Pad

Move Game Cursor Up

Move ROBOCOP/ Game Cursor Left

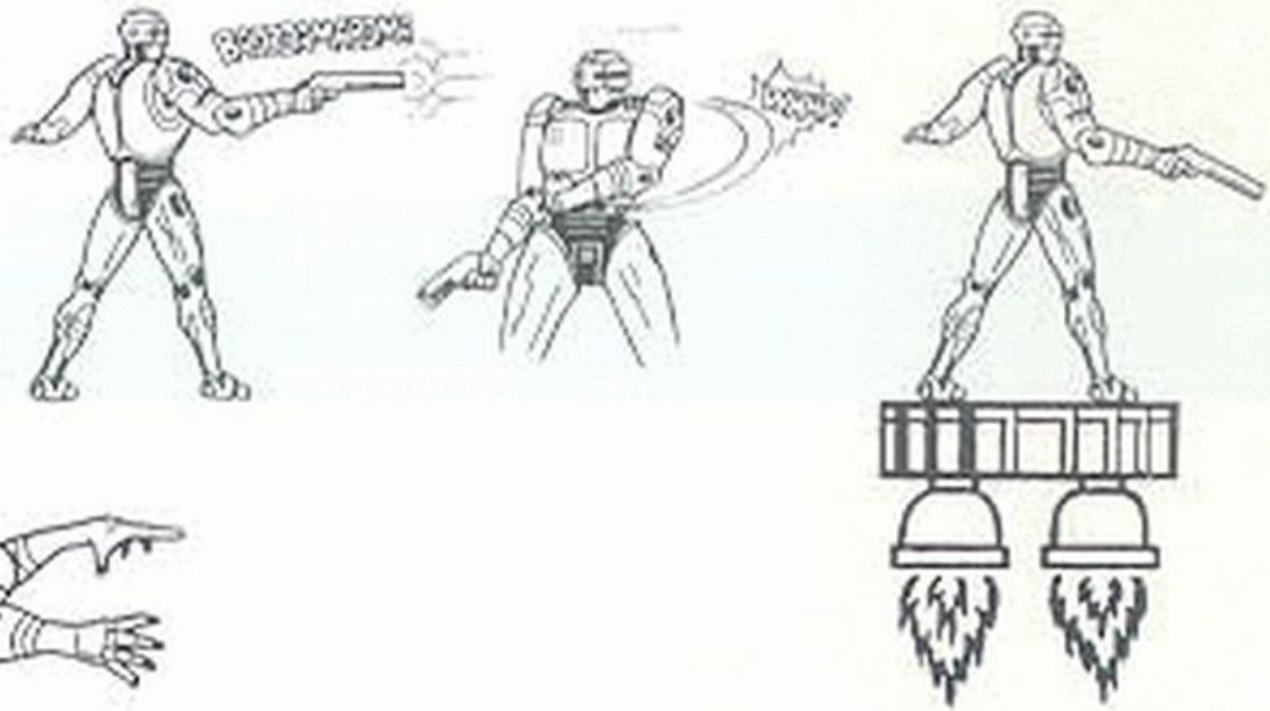
Move ROBOCOP/ Game Cursor Right

ROBOCOP Kneels/ Move Game Cursor Down

ROBOCOP 2 *Controls*

Because of ROBOCOP's massive weight, he can't stop on a dime. So you'll have to master the technique of controlling his inertia when he jumps and walks, especially on wet and slippery surfaces.

B button – Fire weapon/ punch/control jet-propulsion when ROBOCOP is on a platform.



A button – Jump.

SELECT button – Changes options indicated by the Game Cursor.

START button – Start/pause/restart game.

GETTING STARTED

To start *ROBOCOP 2* –

1) Make sure that your Nintendo Entertainment System is turned off.
2) Insert the *ROBOCOP 2* Game Pak into the system.
3) Press the **POWER** button on the front of the system – the title screen will appear, with a menu of play options.

THE MAIN MENU

Use the Control Pad to move the Game Cursor among the options. To change an option, press the **SELECT** button on your Controller.

START. Select this to begin a game at Level 1.

CONTINUE. This option lets you continue your game from the beginning of the level you were playing when you lost your last life. Even though you won't have to go back to level 1, your lives, score, energy, weapons and other game factors will be reset. If game is turned off you will need to start over at the beginning.

HI-SCORE. Select this to see the current table of high scores. Press **START** to return to the Main Menu.

ONE PLAYER. Selecting this will switch the option between 1- and 2-player modes of *ROBOCOP 2.* Remember that you must have two Controllers plugged into your Nintendo Entertainment System for a 2-player game. In 2-player games, players' turns will follow one another as they lose lives or complete a level.

MUSIC ON. By selecting this, you can turn game music on and off.

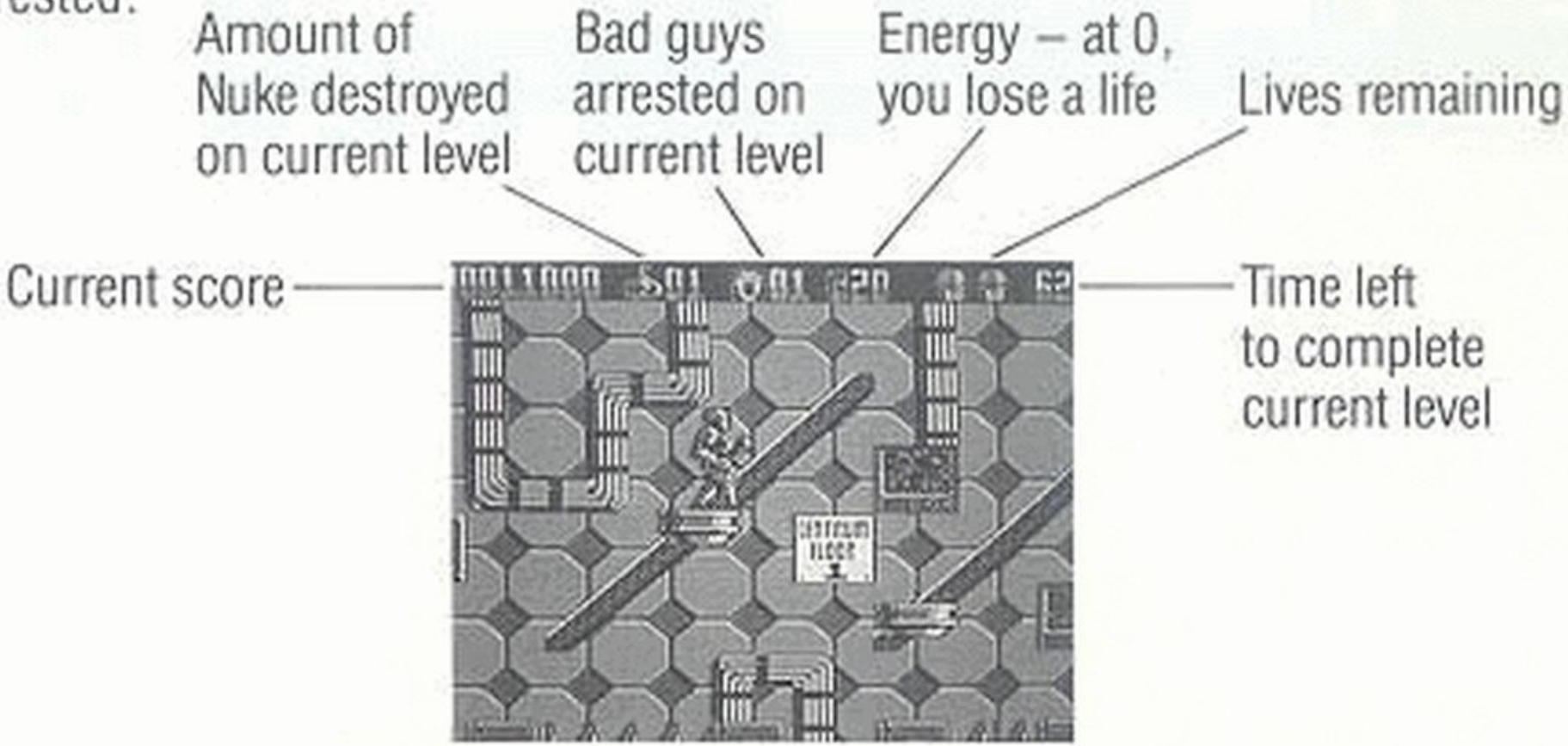
SOUNDFX ON. By selecting this, you can turn game sound effects on and off.

If you make no selection from the Main Menu, after a while a self-running demo of game play will begin. For beginners, the demo may be useful for getting a sense of how the game works.

THE GAME SCREEN

The line across the top of the Game Screen gives you vital information about game play status in *ROBOCOP 2*.

You should never waste a guy if you can put him out of action by arresting him instead. Only a criminal whose face appears on the screen (it will be blinking and be accompanied by a whistling noise) before he does can be arrested.


Amount of Nuke destroyed on current level
Bad guys arrested on current level
Energy – at 0, you lose a life
Lives remaining
Current score
Time left to complete current level

YOUR MISSION...LIKE IT OR NOT

You wanna win? You wanna *survive*? Well, then, it's like this...

Thirteen levels to get through before you even *see* the guy that wants to reduce you to replacement parts – ROBOCOP 2. Then another three tough levels of taking *him* on. But first, the basics.

Rule Numero Uno

Destroy Nuke wherever you find it. You must destroy at least 60 percent of the Nuke on each level. But you won't know how much there is on a level, or exactly how much you've got to destroy, until you reach the end of the level – *if* you reach the end. Then you'll be told how well you did, in percentage terms. If you blew it, you may get another go at it – see "Second Chances" on page 14. Otherwise, you'll be put back at the start of the level.

To nuke the Nuke, all ROBOCOP has to do is touch it.

While you're cruising for Nuke, don't forget to look out for other things, too, and scoop 'em up at every chance. Stuff like batteries, weapons, and "Indestructible" capsules.

This Stuff's Good for You

When you find any of these items, scattered all around the various levels, grab 'em (just touching one of these objects is enough to pick it up).

Battery. This boosts ROBOCOP's energy level.

Weapons. You'll find different weapons on different levels. Each one gives you a *limited* number of shots.

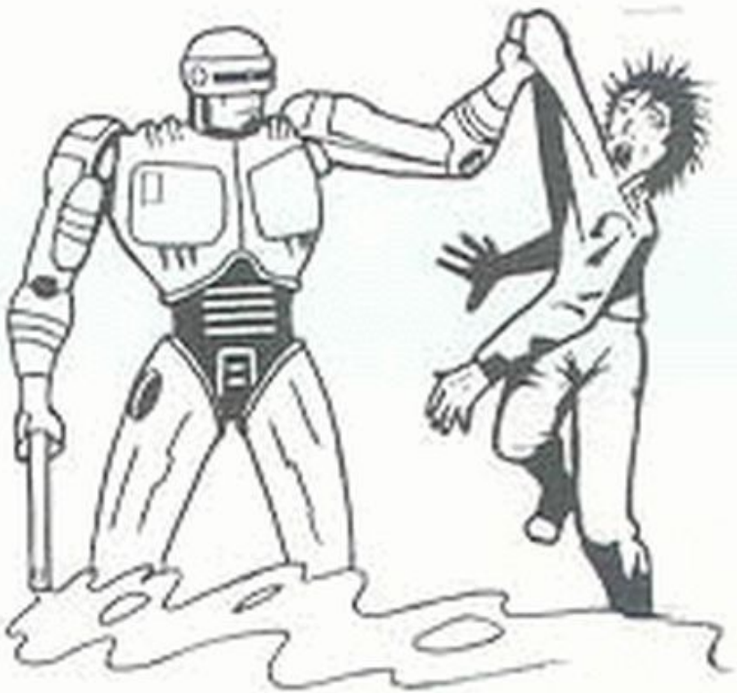
T-Shot fires a bullet up, down, and forward.
3-Way fires three bullets at once in a scatter pattern.
Super destroys everything in its path.
Armor-piercing destroys robots with a single shot.

Indestructible capsules. Each of these renders ROBOCOP invulnerable for a short time – he flickers while he's indestructible – though a fall can still do him in.

Collar the Creeps

After all, you're a cop, right? You're *supposed* to make some arrests. In fact, you must arrest 60 percent of all the "arrestable" bad guys on each level. To do so, ROBOCOP just has to make physical contact with a guy.

Again, you'll get a make on the bad guys you can arrest at the top of the screen. *Don't waste a bad guy that you're supposed to arrest.* It may feel like fun, but it's the fast route to a *very* short career.



Just like with the Nuke, you won't know how many bad guys there are on a level, or exactly how many you've got to arrest, until you reach the end of the level. Then you'll be told how well you did, in percentage terms. If you don't have enough collars to your credit, you may get one more chance – see "Second Chances" on page 14. Otherwise, you'll be put back at the start of the level.

Fatal Attractions

Remember, there are all kinds of people – and *things* – out there that want ROBOCOP terminated. On the other hand, some so-called hazards *can be* helpful. Here are a few examples – you'll have to explore each level to master them all.

Crusher. Triggered when ROBOCOP walks onto the marked floor below it. To avoid a Crusher altogether, jump over the section of floor below it. To fight back at a Crusher once it's activated, jump straight up and meet it head on as it comes down. Rumor has it that Cain has also installed some *upward-moving* crushers on later levels. Nice guy.

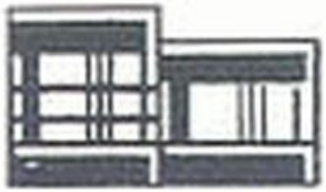
Magnets. Triggered when ROBOCOP walks onto the marked floor below them, magnets will pick you up and drop you in another – usually fatal – position. On the other hand, some magnets may actually be useful for getting where you want to go...guess you'll just have to learn by trial and error. To avoid a magnet, jump over the section of floor below it.

Magnetic floor. When ROBOCOP is standing on one of these, he can't jump or shoot.

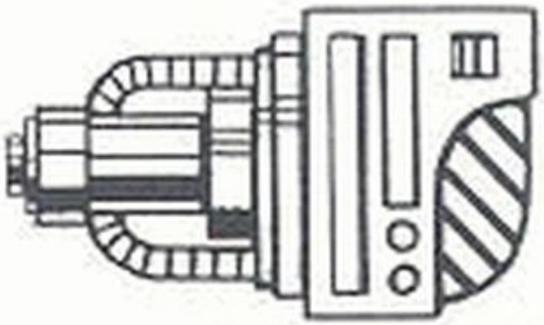
Jet platform. When ROBOCOP is standing on one of these, you use button **B** to control thrust and your Control Pad to control direction. Mastering the use of jet platforms is *essential* if you want to destroy your quota of Nuke.

Reverse. When ROBOCOP is standing on one of these, his left and right movement controls are reversed. It's not enough just to think fast – sometimes you have to think *backwards*.

Grabber. Think of it as transportation. When ROBOCOP jumps into a Grabber, it will move across the screen, taking him with it. He must jump again (Button A) to be released.



Coil. When ROBOCOP touches one of these, it acts as a powerful spring. Try it some time.



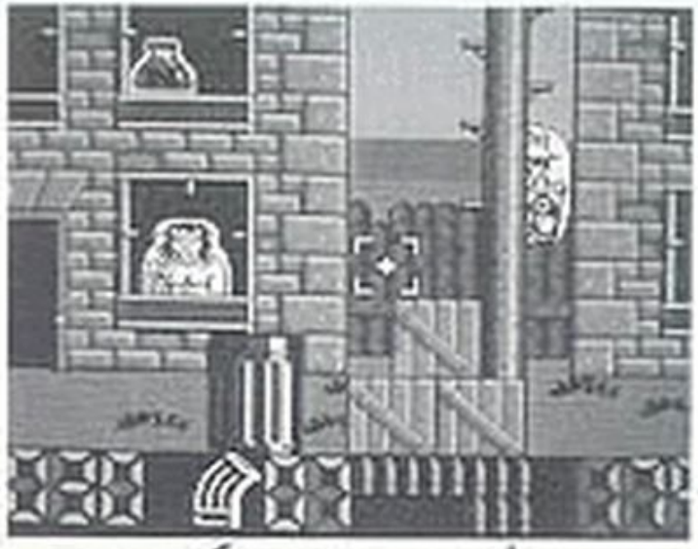
Laser. Each laser fires lethal bolts of energy at ROBOCOP, always in a set pattern. Jump or duck to avoid getting toasted.

Second Chances

When you reach the end of a level but fail to destroy your quota of Nuke or arrest your quota of bad guys, you'll get another "shot" at success; where else but at the Shooting Range, of course.

If you succeed at the Shooting Range, you'll be placed at the start of the next level. If you fail, you'll have to replay the previous level.

At the Shooting Range, you're given a set amount of time and limited number of bullets to shoot a certain quota of targets.



Once in a while, a clock or ammo magazine will drop down on the screen – shoot these to be awarded extra time or bullets. If by mistake you shoot a civilian, ten extra targets will be added to your quota.

You'll get a second chance only *twice* during each game. There are no third trips to the Shooting Range in any game. And selecting the **CONTINUE** option from the title screen menu does not reset the number of shots you get at a second chance at the Shooting Range.

"AND NOW FOR THE BONUS ROUND, BOB..."

Many levels include a secret bonus challenge, the entrance to which is hidden. At the start of each level, you'll see a screen that details your position and tells you *whether* – but not *where* – there's a bonus challenge on that level.

Sometimes the bonus challenge is a sort of "mini-level," where you can destroy more Nuke.

The entrance to these "secret passageways" are not easy to detect.

We'll give you a hint as to the whereabouts of the entrance to the secret "Slimy Sewer" found on level 1.

HINT: Toward the end of the level, you'll see a large blue pillar; right below the pillar are two "tiles" or squares which have a different pattern on them then the rest of the "tiles" or bricks in the level. Stand on one, or both of these tiles and press down on the crossbar of your controller. This will take you underground to a slippery, slimy gold-mine of "Nuke."

(secret passage)

If you're interested in more hints as to the whereabouts of these hidden levels, call us at (408) 286-7074 Ext. 298 or 297.

Other times the bonus challenge is one of these two puzzles or logic games –

Murphy's Memory. The goal here is to help ROBOCOP (Alex Murphy was his original name, remember?) regain his memory by reconstructing the image of his face. At the start, you'll see his face intact; then it will be jumbled up into a bunch of disjointed tiles. In the limited amount of time you're given, you must reconfigure tiles into his face. To do so, move the pointer to any tile that's next to the blank area, then press either button **A** or **B** to select numbers.

Safecracker. If you can crack Cain's safe, you can help Detroit out of the financial hole it's gotten into – and help your score at the same time. To do so – in the limited amount of time you're given – you must figure out the three numbers that make up the combination to the safe. The order of the numbers isn't important. Move the pointer and press either button **A** or **B** to select numbers. As you do, the display will indicate how many of the numbers you've chosen are correct. In other words, it's a process of elimination.

ON THE LEVEL

Here's a rundown of all the levels of *ROBOCOP 2*.

But first, a basic tip for those who want to stay healthy. In general, the great outdoors – exterior scenes – are better for your health. But look out for rolling barrels – they'll turn you into aluminum foil in one *big* hurry. And when you hit the interior scenes – well, you'll be up to your eyeballs in trouble.

Level 1. The River Rouge Complex – Exterior. It's only the beginning.

Level 2. River Rouge – Interior. Many traps and hazards await you. Watch out for those Crushers.

Level 3. River Rouge – Interior, Part II. More traps, and the Jet Platform!.

Level 4. The Sludge Plant – Exterior. You're getting closer to Cain now. Avoid the falling barrels.

Level 5. Sludge Plant – Interior. Avoid the pink and red droplets, and beware of the electric whirlpools in the chemical vats!

Level 6. Nuke HQ – Exterior. Nobody said penetrating Cain's laboratory would be easy.

Level 7. Nuke HQ – Interior. More bad guys and traps than you may think. Cain is close by, too!

Level 8. Cain. Dodge the energy bolts he's firing. You can't hit him until he drops his gun.

When Cain is defeated, he'll be taken by the scientists of O.C.P. and transformed into –

You guessed it: ROBOCOP 2. A killing machine of awesome power. All you have to do is make your way up to the roof of the Civic Centrum to take him on. But O.C.P. has secured the building with zillions of security robots, sentries, and deadly traps. Who said it's lonely at the top?

Level 9. Civic Centrum, 1st Floor. Not much is known about about the Centrum's layout. You're on your own!

Level 10. Civic Centrum, 2nd Floor.

Level 11. Civic Centrum, 3rd Floor.

Level 12. Civic Centrum, 4th Floor.

Level 13. Civic Centrum, Roof. The last frontier before you take on ROBOCOP 2. Human sentries and parachute bombs are just two of many kinds of obstacles you'll run into here.

Level 14. ROBOCOP 2, Round 1. Dodge his massive arsenal of firepower and shoot him as many times as you can. At all costs, don't come into direct contact with him! At the bottom of the screen, you'll see how much energy is left to both ROBOCOP and ROBOCOP 2. If you complete this level, much of your energy will be restored – but ROBOCOP 2 will regain *all* of his energy for...

ROBOCOP 2, Round 2. Another one just like the last one, except that this time ROBOCOP 2 has some new weapons, and he's shielded from the waist up. So fire below his waist – any shots that hit his torso will be deflected right back at you!

The Final Challenge. Now ROBOCOP 2 is using *all* the weapons at his command, and he's shielded from the waist down, so you must shoot at his chest and head. Blow him away!

TIPS

Nothing in *ROBOCOP 2* is random – you can learn everything. Learn where the bad guys – especially the ones you can arrest – come on, and where the Nuke and other stuff is.

Everyone and everything – including ROBOCOP 2 – shoots in a set pattern. Learn those patterns so you can make your own moves accordingly.

Explore – especially the unlikely spots. There are bonus screens on most levels.

Sometimes you'll have a choice of two routes to take. Learn which one yields the most Nuke.

A gushing fire hydrant and the slimy sewers usually make for some very slippery surfaces. Watch out!

Avoid hanging around on energy-robbing barrels. ROBOCOP is likely to sustain damage or die immediately from ricochet bullets or rolling objects while squatting on top of these barrels. You can minimize or avoid damage by keeping ROBOCOP standing upright and getting off the barrel as soon as you can.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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